



freegamemanuals.com

<http://www.ascgames.com>

For Consumer Product Information, Call: 203.655.0032

ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation. ©1995 PEG Limited Partnership. All rights reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The raucous icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



NTSC U/C

PlayStation™



SLUS-00469



TM

Co-developed by

VISUAL CONCEPTS™



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

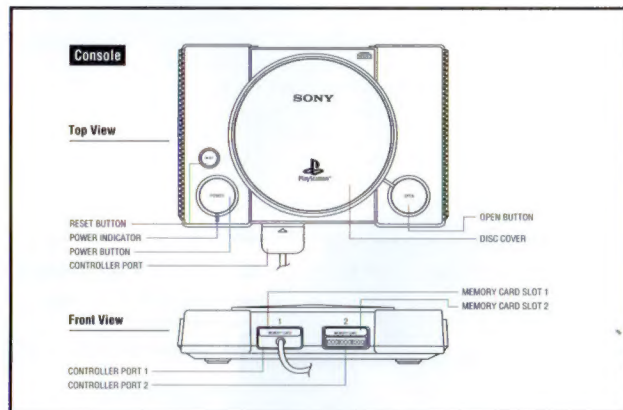
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

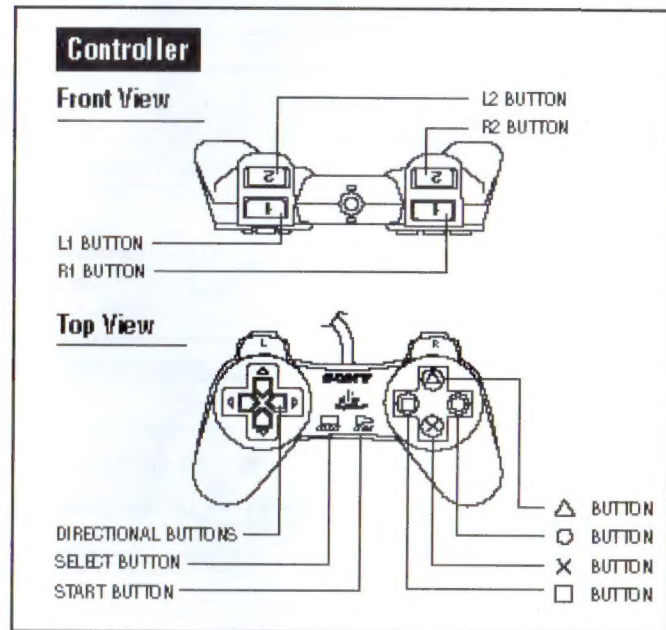
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
- Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

PLAYSTATION™ SETUP	TWO
CONTROLLER LAYOUT	THREE
ANALOG CONTROLLER	FOUR
CONTROL SUMMARY	FIVE
THE STORY	SIX
CHARACTER PROFILE	SEVEN
STARTING THE GAME AND SAVING & LOADING	EIGHT
OPTIONS	NINE
STAGE DESCRIPTIONS	TEN
WEAPONS	ELEVEN
PHYSICAL ATTACKS	TWELVE
RAGE METER	THIRTEEN
STAGE COMPLETE	FOURTEEN - FIFTEEN
ASC GAMES CREDITS	SIXTEEN
VISUAL CONCEPTS CREDITS	SEVENTEEN
TIPS	EIGHTEEN - NINETEEN
NOTES	TWENTY
WARRANTY	TWENTY-ONE



Setup your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the ONE™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console.

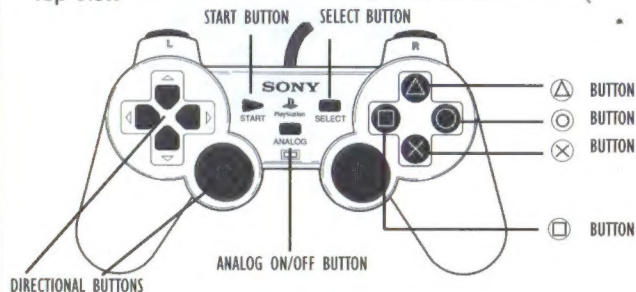


ANALOG CONTROLLER

Perspective



Top View



CONTROL SUMMARY

CHARACTER MOVEMENT

(Directional buttons move John Cain relative to the screen)

Move Up
Move Down
Move Left
Move Right



Note: The Analog Controller™ will allow the user to gradually adjust the speed of John Cain's movement.

Start Button
Select Button

Pause Game
Switch between primary and special weapon

Lock & Fire
Crouch and Lock
Physical Attack

△
△ + R1 Button

Turbo Physical Attack
(Used in the Red State of Rage)

○
○ charge for 3 seconds,
release and immediately press ○ again.

Smart Bomb (Used in the Hyper State of Rage)



Fire



Jump



Somersault Jump



Strafe

L1 Button + □

Zoom Camera

L2 Button

Crouch

R1 Button

Dive (While Running)

R1 Button

Cancel Pull Up (During Pull Up)

R1 Button

Note: The default controller configuration is shown here. All references to button selection refer to the default controller configuration.

THE STORY

When a corrupt military experiment goes wrong,
one man's rage becomes his only weapon...

Forty years into the future, the military establishment has become both legendary and feared for its incredible might and its unstoppable capacity for war. New and strange technologies have changed the face of the battlefield. The line between good and evil no longer exists.

You awaken in the ruins of a metropolis apartment. The room is vaguely, yet inexplicably familiar to you. Your thoughts are murky and your memory a blank. Your body feels strange and numb, partly encased in a mechanized shell of dark alloy. Your left arm is now a metallic monstrosity, a deadly weapon.

As you search through this strange world, you are attacked by unknown enemies and pursued by relentless hunters and fearsome machines of war. As you desperately fight for your survival, you seek to uncover the mystery behind the past you cannot remember and the true origin of the destructive powers you now possess, but do not understand.

There is only one emotion that propels you forward to discover the truth about your past and only one emotion that will save your life...

RAGESIX**CHARACTER PROFILE****Name: John Cain****D.O.B.: 11/2/07****D.O.C.: 2/16/36****Serial #: 00001****Rank: Major****Tactical Enhancements: Confidential**SEVEN

STARTING THE GAME AND SAVING & LOADING

New Game: From the title page, highlight NEW GAME with the Directional Buttons and select it by pressing ⊗.

Load Game: From the title page, highlight LOAD GAME with the Directional Buttons and select it by pressing ⊗. If a memory card with a saved ONE™ game is present, the game can be loaded by pressing ⊗.

Password: From the title page, highlight LOAD GAME with the Directional Buttons and select it by pressing ⊗. Select Password and press ⊗. To enter a valid password, use the Directional Buttons. When you are done entering a password, press ⊗. If the password is not correct, INVALID PASSWORD will be displayed on the screen.

Save Game: After a stage is successfully completed, the Stage Complete screen is displayed. Following the Stage Complete screen will be the SAVE GAME screen. The player can save their game to a memory card. The PASSWORD is also displayed on this screen.

NOTE: Do not remove or insert the Memory Card during a SAVE or LOAD operation.

OPTIONS

From the title page, highlight OPTIONS with the Directional Buttons and select it by pressing ⊗. The OPTIONS menu screen displays Game Options. The user can highlight the desired option with the Directional Buttons and selecting it by pressing ⊗.

Difficulty: Easy, Normal or Hard. This represents different challenge levels.

Audio: Select Stereo or Mono.

Sound Effects Volume: The user can adjust the sound effects volume by pressing left or right on the Directional Buttons.

Music Volume: The user can adjust the music volume by pressing left or right on the Directional Buttons.

Voice Volume: The user can adjust the voice volume by pressing left or right on the Directional Buttons.

Controller Configuration: The user can reassign the controller configuration to personal preference.

Analog Calibration: If you are using the Analog Controller, you can calibrate it from the Options menu by selecting Analog Calibration. If you choose to re-calibrate, press ⊗. The calibration screen is displayed. Now, move the left analog stick in the direction stated on the screen and press ⊗ each time to confirm the action.

STAGE DESCRIPTION

Metropolis: Escape from collapsing buildings while trying to avoid falling debris and barricades. You are attacked by unknown enemy opponents and metropolis police forces as you are chased across a vast cityscape.

Mountain Fortress: Climb, jump, and scale across ledges, peaks, plateaus, bridges and landing pads while troops and mechanical units of war await you around every turn. Slide down high tension wires and destroy attack helicopters and airborne units, as you try to blast into the sealed mouth of the fortress.

Monorail: Wreak havoc through passageways, while defeating opposing soldiers, gun turrets and an assortment of fierce military arsenals. Race through subterranean caverns toward the ocean atop a speeding monorail that is on a collision course with the ultimate machine of war.

Lab: Disappearing and moving platforms leave you no choice but to stay alert in order to escape from a strange surrealistic laboratory. Time bombs and laser gun turrets will keep you moving.

UnderSea Research Facility: Battle and race through underwater tubes and domes. The answers you seek may lie in the depths of the ocean floor.

WEAPONS

Primary Weapon: You have a big plasma cannon for an arm. The power and frequency of your firepower is determined by your "State of Rage".

Special Weapons: Hidden throughout the game, these powerful weapons will aid you in your journey. You will need to pay attention to your "Special Weapon" meter as these weapons have limited ammunition.



Pulse Laser Cannon:

Fires a rapid succession of instantaneous lasers.

Homing Missile Launcher: Fires a single, fast moving guided missile.



Flame Thrower: Releases a continuous stream of fire.

NOTE: Additional hidden weapons may be found throughout the game.

NOTE: Based on John Cain's performance, you will be awarded various bonuses throughout the game.

STAGE DESCRIPTION

Metropolis: Escape from collapsing buildings while trying to avoid falling debris and barricades. You are attacked by unknown enemy opponents and metropolis police forces as you are chased across a vast cityscape.

Mountain Fortress: Climb, jump, and scale across ledges, peaks, plateaus, bridges and landing pads while troops and mechanical units of war await you around every turn. Slide down high tension wires and destroy attack helicopters and airborne units, as you try to blast into the sealed mouth of the fortress.

Monorail: Wreak havoc through passageways, while defeating opposing soldiers, gun turrets and an assortment of fierce military arsenals. Race through subterranean caverns toward the ocean atop a speeding monorail that is on a collision course with the ultimate machine of war.

Lab: Disappearing and moving platforms leave you no choice but to stay alert in order to escape from a strange surrealistic laboratory. Time bombs and laser gun turrets will keep you moving.

UnderSea Research Facility: Battle and race through underwater tubes and domes. The answers you seek may lie in the depths of the ocean floor.

WEAPONS

Primary Weapon: You have a big plasma cannon for an arm. The power and frequency of your firepower is determined by your "State of Rage".

Special Weapons: Hidden throughout the game, these powerful weapons will aid you in your journey. You will need to pay attention to your "Special Weapon" meter as these weapons have limited ammunition.



Pulse Laser Cannon:

Fires a rapid succession of instantaneous lasers.

Homing Missile Launcher: Fires a single, fast moving guided missile.




Flame Thrower: Releases a continuous stream of fire.

NOTE: Additional hidden weapons may be found throughout the game.

NOTE: Based on John Cain's performance, you will be awarded various bonuses throughout the game.

PHYSICAL ATTACKS

Physical Attacks: By pressing , John Cain will perform a physical attack. When pressed repeatedly, John Cain will perform a combination of Physical Attacks. Physical Attacks are useful in defeating enemies that are in close proximity.

NOTE: Based on John Cain's State of Rage, the Physical Attacks will be more complex, as well as more damaging.



TWELVE


RAGE METER

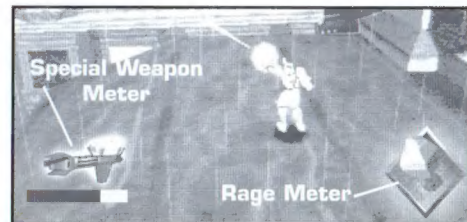
The Rage Meter serves as the player's power and health meter. As the player destroys more objects and enemies, the Rage Meter will increase. As the player takes damage, the Rage Meter will decrease.

Green State: Player is in a low State of Rage and is at his most vulnerable.

Yellow State: Player is in a medium State of Rage. Player's weapon power, accuracy and firing rate is increased.

Red State: Player is in an intense State of Rage. Player's weapon power, accuracy and firing rate is further increased.

Hyper State: Player is in a maximum State of Rage. Player's weapon power, accuracy and firing rate is maxxed out. When the meter is bouncing off the screen, the player can execute a smart-bomb by pressing .



THIRTEEN



STAGE COMPLETE

At the successful completion of each stage, the player will be presented with the following statistics:

Kills: The number of enemies destroyed in the stage.

Destructions: The number of objects destroyed in the stage.

Accumulated: The accumulated Kills and Destructions that the player has amassed up to this point in the game.
Note: For every 100 Kills and Destructions accumulated, the player will be awarded one extra life.

Rank: The player's performance will be ranked at the Stage Complete screen.

Sedate

Maybe you should try baseball.

Pissed

Are you playing 'ONE'?

Enraged

That's more like it!

Rage

Okay, you're the man.

STAGE COMPLETE

Soft Reset

Holding down the SELECT button and then holding down the START button for two seconds, returns the user to the title screen.

Quit Game

During the game, press the START button to Pause. To bring up the Quit option, press the SELECT button. Use the Directional buttons to highlight "Yes" or "No" and press ⊗ to confirm.

ASC GAMES CREDITS

President

David J. Klein

Executive Producer

Howard Schwartz

Associate Producer

Luciano Manente

Lead Analyst

Mick Devitt

Logo Concept and Design

Todd R. Emmerson • Luciano Manente

Packaging Design

Leslie Cullen • Todd R. Emmerson • Cindy Wieting

Manual

Jana Gabe

Testers

Santos Gonzalez • Oz Greene, Jr. • Rich Rosado • Joe Rubin

Special Thanks To:

Danielle Araiche • Craig Barzelatto • Jayson Bernstein
Jeff Castaneda • Wayne Craig • Jason Gomez • Steve Grossman
Bill Kosovitch • Paul Lindsay • Michael Masone • Dave & Chris Randall
Ed Salzano • Michael Schedlich • Caryn Schwartz • Chris Van Dyke
Travis Williams

VISUAL CONCEPTS CREDITS

DESIGN

Visual Concepts Entertainment

DIRECTOR OF DEVELOPMENT

Scott L. Patterson

ENGINEERING

Tim Meekins
Ronald Piekot-Weeserik

ADDITIONAL ENGINEERING

Paul Robinson
Dave O'Connor
Tim Walter

ARTWORK

Matt Crysdale
Steve Paris
Eric Fong
Victor Gerth
David Dame

ADDITIONAL ARTWORK

Fred Wong
Ray Wong
Mark Anderson
Lenny Lee
Cameron Chun
Dale Henderscheid
Julian Liao
Omar Velasco

DIRECTOR OF TECHNOLOGY

Tim Walter

LEAD LIBRARY ENGINEER

Dave O'Connor

LEAD TOOLS ENGINEER

Audrey Seymour

LIBRARY ENGINEER

Chuck Batson

TOOLS ENGINEERS

Josh Lee
Owen Brand
Nick Verne

MUSIC AND SOUND DESIGN

Mark Chosak

TALENT

Terry Torok
Kelly-Jean Dammeyer

QUALITY ASSURANCE

Justin Siller

EXECUTIVE PRODUCER

Greg Thomas

SPECIAL THANKS

Ryan Plank
Alice Crysdale
Nick Jones
Doug Ferguson
Alvin Cardona
Gary Neville

TIPS

1. **KEEP MOVING. DON'T STAND STILL.**
2. **MASTER ALL OF THE CONTROLS--YOU'LL NEED THEM.**
3. **CONSERVE YOUR SPECIAL WEAPONS FOR DIFFICULT AREAS.**
4. **USE PHYSICAL ATTACKS TO DESTROY ENEMIES (AND OBJECTS) IN CLOSE RANGE.**

TIPS

5. **OBJECTS THAT CAN BE DESTROYED WILL FLASH AS THEY ARE FIRED UPON. IN CERTAIN SITUATIONS, YOU MUST DESTROY ALL WAVES OF ENEMIES *BEFORE* TRYING TO DESTROY OBJECTS THAT ARE IN YOUR PATH.**
6. **WHEN MAKING A DIFFICULT JUMP, USE CAIN'S SHADOW TO HELP GUIDE YOU.**
7. **ZOOM CAMERA FEATURE WILL PROVIDE A BROADER VIEW OF CURRENT LOCATION.**

Limited 90 Day Warranty

ASC Games warrants to the original purchaser of this software product, for a period of ninety (90) days following the date of original retail purchase, that the video program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. If this software product fails within ninety (90) days of the date of original retail purchase for any reason other than normal wear and tear, abuse, unreasonable use, mistreatment or neglect, please return the defective product to the point of purchase accompanied by proof of purchase, a dated cash register receipt, your name, your return address, and a statement of defect, or send the software product together with the proof of purchase described above to: ASC Games, 9 Old Kings Highway South, Suite 301, Darien, Connecticut 06820. ASC Games or its authorized dealer will, at our option, replace the product and send it to you (postage prepaid) or issue to you a credit equal to the purchase price. This warranty applies to the original purchaser of the system product (and does not apply to subsequent purchases of used products) only and states the sole and exclusive remedy for any breach of warranty with respect to this software product. This warranty gives you specific, legal rights, and you may also have rights which vary from state to state.

Limitations on Warranty

No advertising, description, claims, or representations, whether made by an ASC Games dealer, distributor, agent, or employee, shall be binding upon or obligate ASC Games or shall change the terms of this warranty. Except as stated above, ASC Games makes no other warranty, express or implied, regarding this product. ASC Games disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow exclusions or limitations as to how long an implied warranty lasts, so the above limitation may not apply to you.

ASC Games will not be liable for special, incidental, consequential, or other damages, even if ASC Games is advised of or aware of the possibility of such damages. This means that ASC Games will not be responsible or liable for lost profits or revenues, or for damages, of costs incurred as a result of loss of time, data, or use of this software, or from any other cause except the actual cost of the product. In no event shall ASC Games' liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of the incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Notice

ASC Games reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. You are entitled to use this software product for your own use. No part of this manual or the software may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without the prior written consent of ASC Games, 9 Old Kings Highway South, Suite 301, Darien, CT 06820, Attn: ASC Games Management.

ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation. ©1995 PEG Limited Partnership. All rights reserved.